## AMENDMENTS TO THE SPECIFICATION

**Please replace the paragraph starting at page 14, line 21, with the following amended paragraph:**

--The system memory 130 includes computer storage media in the form of volatile and/or nonvolatile memory such as read only memory (ROM) 131 and random access memory (RAM) 132. A basic input/output system 133 (BIOS), containing the basic routines that help to transfer information between elements within computer 110, such as during start-up, is typically stored in ROM 131. RAM 132 typically contains data and/or program modules that are immediately accessible to and/or presently being operated on by processing unit 120. By way of example, and not limitation, FIG. 1 illustrates operating system 134, file system 135, application programs [[135]] 136, other program modules [[136]] 137, and program data [[137]] 138.--

**Please replace the paragraph at page 16, lines 1-25, with the following amended paragraph:**

--The drives and their associated computer storage media, discussed above and illustrated in FIG. 1, provide storage of computer-readable instructions, data structures, program modules and other data for the computer 110. In FIG. 1, for example, hard disk drive 141 is illustrated as storing operating system 144, application programs 145, other program modules 146 and program data 147. Note that these components can either be the same as or different from operating system 134, application programs [[135]] 136, other program modules [[136]] 137, and program data [[137]] 138. Operating system 144, application programs 145, other program modules 146, and program data 147 are given different numbers herein to illustrate that, at a minimum, they are different copies. A user may enter commands and information into the computer [[20]] 110 through input devices such as a tablet (electronic digitizer) 164, a microphone 163, a keyboard 162 and pointing device 161, commonly referred to as mouse, trackball or touch pad. Other input devices (not shown) may include a joystick, game pad, satellite dish, scanner, or the like. These and other input devices are often connected to the processing unit 120 through a user input interface 160 that is coupled to the system bus, but may be connected by other interface and bus structures, such as a parallel port, game port or a universal serial bus (USB). A monitor 191 or other type of display device is also connected to the system bus 121 via an interface, such as a video interface 190. The monitor 191 may also be integrated with a touch-screen panel 193 or the like that can input digitized input such as handwriting into the computer system 110 via an interface, such as a touch-screen interface 192. Note that the monitor and/or touch screen panel can be physically coupled to a housing in which the computing device 110 is incorporated, such as in a tablet-type personal computer, wherein the touch screen panel 193 essentially serves as the tablet 164. In addition, computers such as the computing device 110 may also include other peripheral output devices such as speakers 195 and printer

196, which may be connected through an output peripheral interface 194 or the like.--

**Please replace the paragraph at page 39, lines 7-17, with the following amended paragraph:**

--Possible results of the last walk of the data structure include that the data is executed directly and displayed on the screen, or executed on a back buffer that is flipped at the end of the last walk. Other results include the data being brought together with extended timing and animation information (as described below) and passed down to a rendering thread/process that runs much more frequently. The walk may also result in data being executed onto a bitmap for a screen capture or other reasons, directed to a printer, or directed across a network and then used for any of the previous reasons on the remote machine. A combination of these results is also possible.--

**Please replace the paragraph at page 51, lines 3-13, with the following amended paragraph:**

--There may be situations when a client needs nested visuals to properly render its contents, such as when video is present in a scene. Because video updating is preformed by an independent rendering process, the low level engine 210 relies on the graphics compositing engine to compose the video and the geometry that overlaps it. This is accomplished by creating new visuals contained in the client application's top level visual, which hides the asynchronous nature of video updating in the graphics compositing engine's compositing pass. The overlapping geometry that shares a visual needs has the same type of alpha behavior (per pixel or transparent).--

**Please replace the paragraph at page 74, lines 13-25, with the following amended paragraph:**

--A desktop configuration is an extension of the [[cross-]]cross-process configuration, where the low-level engine 210 services many instances of high-level engines, and controls rendering of the entire desktop. A remote configuration is also available when the high-level engine 206 is on a server machine and the low-level engine 210 is on a client machine. The remote case can either have a one-to-one relationship between the high-level engine 206 and the low-level engine 210, or the low-level engine 210 may serve many local and remote high-level engines. The remote configuration can be thought of very similar to the cross-process and desktop configurations, but with the high-level engine 206 and low-level engine 210 on different machines.--